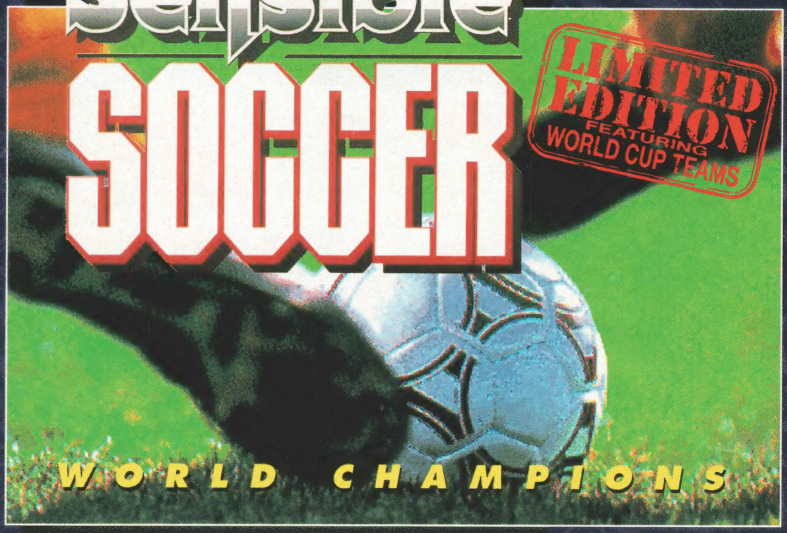
SNSP-8S-UKV-1

INTERNATIONAL Sensible SOCCER



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

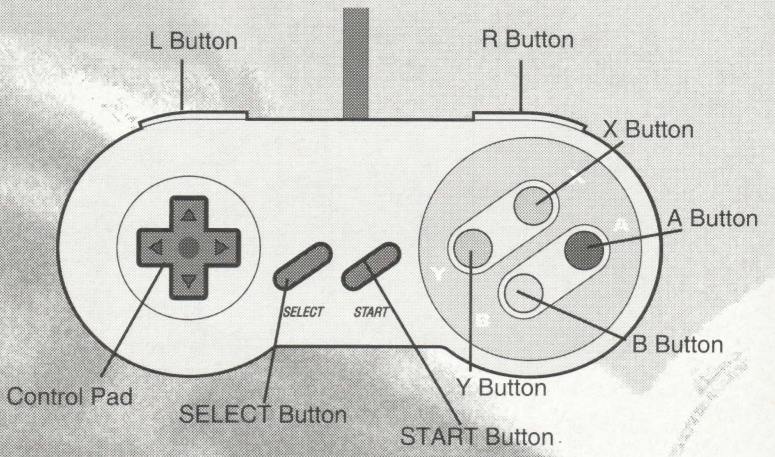
SONY
ELECTRONIC
PUBLISHING™

Sensible SOCCER

STARTING UP

1. Ensure that your S.N.E.S power switch is set to the OFF position.
2. Insert the SENSIBLE SOCCER cartridge into your S.N.E.S in the usual way.
3. Slide the power switch to the ON position.
4. The SENSIBLE SOCCER title screens should appear a few moments later.
5. Press any Button (except SELECT) on your control-pad to take you to the Main menu.

CONTROLS



Sensible Soccer has two different game environments, the menus and on the pitch. To use the menu system, move the directional controls on your control pad to highlight each option box. Press any Button (except SELECT) on your control pad to select the option currently highlighted. Controlling the players on the pitch is discussed in the 'Player Controls' section.

INTRODUCTION

Sensible Soccer is a soccer game, in fact here in England it is what we call a football game or dare I say a football simulation. The main part of the game is the football action itself, the rules of which I shall describe briefly below. Around the football action we have included a fair variety of different football competitions, Cups, Leagues and Championships, both real and imaginary. All of these features should add to your enjoyment of what we consider to be the most realistic and playable football simulation to date.

Layman's Rules of Football

Here then for the uninitiated are a very basic set of rules for the game of football.

1. There are 2 sides of 11 players each.
2. One player on each side is called a goalkeeper and goalkeepers generally stand in front of the goals at either end of the pitch wearing dark green jerseys. Goalkeepers are the only players allowed to touch the ball with their hands, so watch out.
3. Each team is given a direction to kick in and the object of the game is to kick the ball into the goal or net that your opponent's goalkeeper is defending. If you manage to do this then your team has scored a goal.
4. After 45 minutes the goalkeepers swap ends and the teams kick the other way up the pitch. The interval between the two halves is called Half Time.
5. After 90 minutes the game ends and the team that has scored the most goals wins, Hurraaah! If both teams have scored the same amount of goals after 90 minutes then it is called a draw...

6. If it is a draw after 90 minutes and Extra Time is being played, then the teams will continue to play for another 30 minutes with an additional Half Time swap in the middle. If one of the teams has scored more goals than the other after Extra Time then they are the winners. But...

7. If the game is to be decided on Penalties and the game is still a draw after Extra Time or, if it is a draw after 90 minutes and no Extra Time is permitted, then the winner of the game is decided on the basis of a Penalty Shoot Out.

8. A Penalty Shoot Out is a sequence of Penalty Kicks. A penalty kick is where the ball is placed on the penalty spot (the spot in the middle of the big box near the goal net) and a player from one team has to try and kick the ball past the opposing goalkeeper and into the net. In a Penalty Shoot Out the teams take it in turns to take penalty kicks against each other until each team has taken five penalty kicks. The team that has scored the most goals from the penalty kicks wins. If both teams have scored an equal amount of goals from their first five penalty kicks then a situation arises known as Sudden

Death. During Sudden Death each team takes one penalty kick each and if necessary another penalty kick each until during such a brace of penalty kicks one team scores and the other team doesn't. In this case the scoring team is the winner.

9. A match starts with either team kicking off from the centre spot (the spot in the middle of the pitch). Both teams then continue to boot the ball around until one of five things happens. Either:

i. The ball goes over the touch-line to the side of the pitch for a Throw In. In which case a member of the team that wasn't the last to touch the ball will pick it up and throw it back onto the pitch from the point on the touch-line where the ball left the field of play. The players can then continue to boot the ball around.

ii. The ball goes over the touch-line behind one of the goals. If the last person to touch the ball was the goalkeeper defending that goal or any other member of his team then this results in a Corner Kick to be taken by the other side. For a corner kick the ball is placed in the quarter circle in the corner of the field of play nearest the point at

which the ball crossed the touch-line. The ball is then kicked back into play by a member of the other side before the booting around can start again.

iii. The ball goes over the touch-line behind one of the goals having last been touched by a member of the team attacking that goal as opposed to the team including the goalkeeper who are defending that goal. This results in a Goal Kick to the defending team, which means a member of the defending team (usually the goalkeeper) will place the ball in the forward corner of the six yard area (the little box near the goal net), nearest the point at which the ball crossed the touch-line, and kick the ball back into play.

iv. A member of one of the teams accidentally kicks a member of the other team instead of the ball. This is called a Foul. If a foul is committed then the game is stopped and the team whose player got kicked is awarded a Free Kick. This means that the ball is placed at the point on the pitch where the foul occurred and the hobbling player or one of his team-mates restarts play by kicking

the ball. However if the foul is committed inside one of the penalty boxes (the big boxes next to the goal nets) and the player who was kicked is not on the same side as the goalkeeper defending that goal, then the hobbling player and his team are awarded a Penalty Kick (see Rule 8), not to be confused with a Penalty Shoot Out. After the penalty kick has been taken play continues as normal.

v. One of the teams scores a goal. If this happens the ball is replaced on the centre spot in the middle of the pitch and play restarts with the team who didn't score the goal kicking the ball.

10. At any of the points in the game described in Rule 9 above it is possible for either team to swap one of their players on the field of play with one of their spare players on the bench. This is called a Substitution. Each team can make up to two Substitutions in any one game.

11. There is no offside, not in this game.

PLAYER Controls

During the game you may only control one member of your team at any one time. The man currently under your control is the one with the white number above his head. Control will be changed to another man if the man currently under your control is too far away from the ball or if he has lost his footing for any reason.

Off the Ball Controls

These controls apply when the man under your control is not in possession of the ball.

Running

To direct your man simply press your controller in the direction in which you want him to run. A running man can intercept the ball from an opponent in possession.

Sliding Tackles

When running off the ball it is possible to slide into the ball or an opponent by pressing Button Y, X, B or A, . This will make your player slide in the direction which he is facing. Whilst a man is sliding it is possible to get him to deflect the ball in a direction different to the one

in which he is sliding when he makes contact with it. To do this the controller must be redirected whilst a man is in mid-slide before he has made contact with the ball. This is a skill which has to be mastered.

Headers

When the ball is in the air and you press Button Y, X, B or A, instead of sliding into the ball the man under your control will attempt to head the ball. Such headers can also be deflected in a similar way to sliding tackles but redirecting must take place before contact with the ball has been made.

On the Ball Controls

These controls apply only when your man is in direct possession of the ball. The control methods described below can be adjusted to suit your own preferences by changing the difficulty level in the 'Options' menu.

Dribbling

When on the ball simply press your controller in the direction in which you want the player to dribble with the ball. You will find that as the player gathers speed it is harder for him to change direction and retain control

of the ball. This is another skill which has to be mastered.

(The way dribbling works in a match can be altered by changing the Difficulty setting from the Options menu.).

Pass

When on the ball if you press Button B whilst you are directing the controller, the ball will be played along the ground in the direction you are facing or, if there is one of your team-mates standing roughly in the direction you are facing and within passing distance then the ball will be played straight to your team-mate's feet.

Kick

To kick the ball in the normal way the controller should be directed in the desired direction and Button Y or Button A should be firmly pressed. Note that if you quickly tap either Button, it will perform a pass.

Lift and Bend

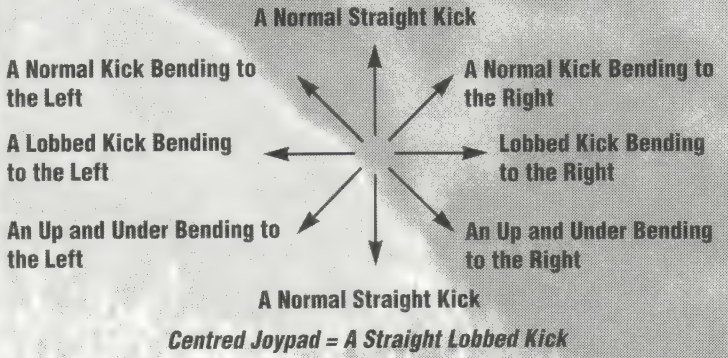
When the ball has been kicked as opposed to being passed it is possible to apply varying degrees of lift and bend to it. To do this the controller must be redirected

within a very short time after Button Y or Button A is initially pressed. It is not necessary to release the Button before redirecting.

Redirection Table for Lift and Bend

Assuming the player is running and kicking up the pitch, lift and bend when applied to a shot will work in the following manner:

The quicker the bend is applied to a shot the more exaggerated the bend will be.



Shoot (Button X)

You can use either the pass or the kick buttons to shoot at goal. Depending on the current Difficulty level, you can also use the SHOOT button to shoot at goal with the ball. See Options for more details. The SHOOT button works in a number of ways:

Whilst attacking: the player will shoot towards the goal. If the ball is in the air the player will head towards the goal. If the player is near the ball, he will slide in and knock it towards the goal.

Whilst defending: the player will do a lofty boot up the pitch to clear the ball. If the ball is in the air, the player will head the ball to safety. If the player is near the ball, he will slide in and knock it to safety.

Set Pieces

All set piece kicks and throws work as a normal kick or pass except that illegal or illogical angles cannot be chosen by the kicker or thrower.

Goalkeepers

Goalkeepers are always under computer control except when they have the ball in their hands or when they are

about to take a goal kick, in which case all they can do is kick the ball out.

The Bench

The bench can be called on at any time during the game when the ball is out of play, or if a free kick has been awarded, or before the beginning of a half. To access the bench press either the LEFT or RIGHT switches located on the edge of the controller. This can only be done when the ball is out of play or before a free kick or at the beginning of a half.

Manager

Moving the arrow up and down the bench enables the selection of the manager or substitutes, press Button Y or Button A to select.

The Manager is the one wearing the brown coat and he is used to change the team formation on the pitch. When he is selected, press up and down on your controller to select the new formation from the Manager's menu and then press Button Y or Button A.

Substitutes

All the other players on the bench are the substitutes and up to two substitutes can be brought on to replace other players in their team at any time during a match. When a substitute is selected he will stand up and the Substitute menu will appear which will enable the player to choose which player he wishes to take off. When the player to be brought off is selected he will run off the pitch and the selected substitute will run on.

To exit from the bench or the Manager/Substitute menus, press the controller left or right.

Replay

To replay the last five seconds or so of action, press the SELECT Button during play. A large R will appear in the corner of the screen to indicate a replay. The game will continue as normal once the replay is finished.

Pause

To pause the game during a match, press the START button. To continue playing, press START again.

Exit

You can exit a match by pressing SELECT after the game has been paused. You will be given the option to CONTINUE or EXIT. Button A or Button B are used to make the selection. Selecting EXIT will abandon the match. In a cup or league match, you are automatically awarded a 5-0 defeat against you.

The Menus

The menus are divided up into four initial categories: National Teams, Club Teams, Custom Teams and Options. For starters, choose the Options box by pressing the controller until the box is highlighted (flashing). Now press any of the Buttons on your control pad (except SELECT) to select it.

Options

Reset Battery Ram: This will wipe out any saved games that have been initiated.

Game Length: The real time length of each match can be set to either 3, 5, 7 or 10 minutes.

Menu Music: The music played during the menu sections of the game can be toggled On/Off.

In-game Music: The music played during a match can be toggled On/Off.

Seasonal Weather: There are two forms of pitch type selection in this game. One known as Pitch Type is a straight choice of an icy, wet, soft, muddy, normal, dry or hard pitch or a random choice between these seven. The other, known as Seasonal Weather, is mainly a means of simulating the influence that the weather can have on a football match, League or Cup. Each month of the year has been given a specific, typical weather pattern so a friendly played in July, for example, has little chance of offering a muddy pitch and a much greater chance of offering a nice dry one. For Cups and Leagues the month selected will act as the start of the season. Each League is played over an eight month period with the matches spread evenly over all eight months. Each round of a Cup lasts for one month so a three-leg Cup starting in July will have its final played in September. Both legs of a two-leg round will be played in the same month.

Difficulty Level: There are three settings - Beginner, Normal and Expert. Changing the difficulty level will affect the controls used to play during a match. Novices

should leave the game set at Beginner level. This level allows you to dribble and turn quickly with the ball without losing control of it. The exact differences between each difficulty level are explained below:

Beginner: The computer opposition is easier. Each player has an easy ball dribbling ability, where the ball will stay with the player even when making quick changes in direction. The special SHOOT button is also employed. Pressing this button near to goal will make the player shoot towards goal every time.

Normal: The computer opposition is set to a normal level. The easy ball dribbling ability is still employed. Only STAR players can use the special SHOOT ability*.

Expert: The computer opposition is at the hardest level available. Only STAR players have the easy ball dribbling ability, and only STAR players can use the SHOOT ability*.

*(If the player using it isn't a STAR player, then the SHOOT button will act just like the Kick button).

Language: You can choose between English, German, French or Italian.

Now that we've looked at the Options, it's time to go back to the Main Menu. Choose EXIT.

Choose National Teams from the Main Menu. A new screen with many options will appear.

Friendly

This is a single match between either two players or the player and the computer (there is also a chance to watch computer versus computer).

The desired pitch conditions or season should first be selected by cycling through the available options with any Button (except SELECT).

Then player teams must be chosen using the Choose option. Two teams must be highlighted from the team list either as red computer teams or as blue player teams. To choose a player team, select it once to turn it red (computer team) then select it again to turn it blue. The right number of teams must be chosen before the game can continue, confirm by selecting OK. When the teams are chosen, select Play Match (see also Pre-Match Tactics).

Cup

The Cup competition is basically a knockout competition for 2-64 different teams at any one time, where during a series of games the winning teams remain in the competition and teams that lose are eliminated immediately, until in the end there are only two teams left to play out the last match of the Cup in the Cup Final. The winner of the Cup Final gets the Cup and the Glory.

There are options to select the pitch type/weather, the number of teams/rounds and the inclusion of extra time and/or penalties at various stages of the competition.

If a match is drawn after 90 minutes then extra time will be played if the option has been selected as Yes for that round. Extra time will also be played if Replay has been selected and the game is a replay. If No is selected then no extra time will be played.

The possibility of penalties is dealt with in an identical way to extra time but if both are possibilities then extra time will always occur before penalties.

If two-leg matches are to be played at any stage of the competition then the round will be decided over the course of two matches with both teams taking it in turn to play at home. The scores of both matches are added up to give the final aggregate score and the winner is the team with the highest total over the two matches. If the total after the two matches is a draw and the Away Goals rule has been set to Yes, then the team which scored the most goals in the away leg will be the winner. If after taking this into consideration the result is still a draw then extra time and/or a penalty shoot out will be played, as appropriate, straight after 90 minutes of the second leg.

In either two- or one-leg matches where the match has ended in a draw and there is no extra time or penalties, or where the match is still a draw after extra time and there are no penalties, then the teams will replay the match (1 leg only) in order to determine a winner.

Cup menu

All Options on the Cup menu are selectable by using any Button (except SELECT) to cycle through the available choices.

The teams for the Cup competition must then be chosen using the blue Choose option in a similar way to selecting teams for a Friendly. Up to 64 teams can be selected at once and all 64 teams can be player teams if so desired.

When you are happy with all the options select Play Cup to start the competition.

When into the Cup sequence proper keep on selecting Play Match followed by Next Match to play the next match in sequence.

Computer results will be calculated when appropriate and played in sequence with matches involving either one or two players. All player matches will lead onto the Pre-Match Tactics screen (see below).

To scroll through the draw/results of a round use the red arrows at the side of the table.

A Cup can be exited and returned to at any time provided that another Cup has not been initiated either via the Cup or Specials options.

League

The League is a competition where 2-20 teams play matches against each other in sequence until they have all played each other between one and ten times as specified. The results are tabulated using the following criteria: 2 or 3 points for a win, 1 point for a draw, 0 points for a loss

The team with the greatest number of points after all matches have been played wins the League.

Number of Teams, Number of Times to Play each Team, Points for a Win and Start of Season/Pitch Type can all be set by simply cycling through the available options in the League menu and using any Button (except SELECT) to select the one you want.

Choose league teams using the Choose League Teams box in the same manner as used for Friendlies and Cups above before selecting Play League.

Once in the sequence of games select Play Match and Next Match as in the Cup option above.

Results are tabulated game by game.

A league can be exited and returned to at any time provided that another league has not been initiated either via the League or the Specials option.

Special League/Cup competitions

To help players to get going quickly in Cup and League competitions SENSIBLE SOCCER offers various preset Cup and League competitions for the various different team types (International, Club or Custom).

The Specials available depends on the current data that has been loaded, and the current Difficulty level.

When Club teams are loaded the choices are:

EUFA Cup which has 64 teams with two legs plus the away goals rule for all rounds including the final.

Euro Superleague where 20 teams play each other twice scoring two points for a win.

Cup Winners Cup and European Cup both of which have 32 teams, a one-leg final and two legs including the away goals rule for all other rounds.

When National teams are loaded the choices are:

World Championship The World Championship is a

24 team cup competition which is initially split into six groups of four teams. The teams in each group play each other once, scoring 2 points for a win, 1 for a draw and 0 for a loss. Only the top two teams in each group plus the four best third place teams qualify for the next round. These teams then enter a straight knockout competition with all games from this point being single legged and going to extra time and then penalties. The winner of the final between these last two teams gets the glory.

The Maastricht Cup is a cup competition involving 32 teams. There are five rounds to play through. If a tie ends in a draw then extra time is played. If it still remains a draw then a replay is played to decide the winner.

League of Nations where 16 teams play each other once scoring two points for a win.

European Championships where 8 teams are divided into two sub-leagues of 4 teams each. Each team plays every other team within the sub-league once in the first phase of the competition. After all matches within the sub-leagues are played, the bottom two

teams of each league are eliminated and the winners of each league play the second-placed team in the other league in the semi-finals. The winners of the semi-finals then go on to play the final.
When Custom teams are loaded the choices are:

The Booby League is an 8 team league where the teams play each other once.

The Turkey Tournament is a 16 team cup competition. Each round is played over two legs, with the aggregate score deciding the winner of each tie in the round. If the tie is drawn at the end of the second leg then extra time is played. If the scores are still level then the match will be decided on Penalties.

The Egg Cup with 64 teams and single-leg matches except for the two-leg semi-finals and final.

The Chicken League with 2 teams playing each other five times scoring three points for a win.
There is no limit to how many of the teams in all of these specials can be selected as player teams but the player(s) should select at least one team as a player team if s/he wishes to play in the relevant competition.

Saved Games

The next option will either say 'No Game Saved' or 'Continue...' followed by the name of the tournament that was saved last in Battery Ram. Selecting this option when a save game is present will allow you to continue in that league or cup match. Saved games are saved automatically to Battery ram on your behalf. Up to three can be present at once (one for each team data type, e.g National, Club or Custom).

Pre-Match Tactics

Before each match every player team is given the option to rearrange the tactical layout of his/her team.

The formation can be changed by selecting the appropriate box. There is a choice between eight formations: 4-4-2, 5-4-1, 4-5-1, 5-3-2, 3-5-2, 4-3-3, All Out Attack and All Out Defence.

Substitutes are highlighted at the end of the player list. To change players around on the field or to swap a substitute with someone in the starting line-up, select the name of the player to be moved from the list of names down the left-hand side of the screen and then

pick his new position within the formation. The renumbering of swapped players is automatic.

If a player is placed out of position (e.g a forward is played in defence) then their name and their position on the formation diagram will be displayed in red.

The likely formation of the opposition team for the current match can be seen if View Oppo is selected (press any Button (except SELECT) to exit).

Once the player is happy with the team formation Play Game should be selected using the controller with which s/he wishes to play the game itself.

For a two-player game both players will be allowed to edit their own team formation in turn before play commences.

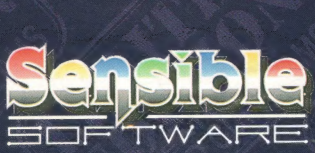
And then Bingo, Bongo! let the fun begin.

Copyright 1992, 1993 Sensible Software.
Published under exclusive license to Sony Electronic Publishing from Renegade.
Original manual by Jon Hare.
S.N.E.S manual amendments by Richard Hewison.

"Sony Electronic Publishing warrants to the original purchaser of this Sony Electronic Publishing product, for a period of ninety (90) days from the date of purchase, that this Game Pak is free from defects in material and workmanship and agrees, within such period and at its option, to either repair or replace it free of charge. Send product postage paid, together with dated proof of purchase, to the address shown below. This warranty shall not be applicable and shall be void if the defect in this Sony Electronic Publishing product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY ELECTRONIC PUBLISHING. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD SPECIFIED ABOVE. SUBJECT TO THE FOREGOING, THIS SONY ELECTRONIC PUBLISHING PRODUCT IS SOLD "AS IS", WITHOUT EXPRESS OR IMPLIED WARRANTY OF ANY KIND, AND SONY ELECTRONIC PUBLISHING IS NOT LIABLE FOR ANY LOSSES OR DAMAGES OF ANY KIND RESULTING FROM THE USE OF THIS PRODUCT. IN NO EVENT WILL SONY ELECTRONIC PUBLISHING BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT.

Some countries do not allow limitations as to how long a warranty may last and/or exclusion or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. The above warranty gives you specific legal right, and you may also have other rights which vary from country to country."



Columbia Tristar Home Video UK
Horatio House, 4th Floor, 77-85 Fulham Palace Road, London W6 8JA

PRINTED IN JAPAN